

Amendments to the Claims:

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

Claim 1 (currently amended): A gaming device operable under control of a processor, said gaming device comprising:

at least two potential award offers adapted to be formed and displayed to a player, wherein

(a) a first one of the potential award offers is formed from a first number quantity of first values, wherein the first quantity number is greater than one; and

(b) a second one of the potential award offers formed from a second quantity number of second values, wherein the first quantity number is, on average, greater than the second quantity number, and the second values are, on average, greater than the first values; and

a display device;

wherein said processor is operable with the display device and programmed to:

(a) determine the greater of the first and second potential award offers; (b) cause the display device to display an initial offer to the player, wherein the initial award offer is the determined greater of the first and second potential award offers; and (c) enable the player to accept the initial award offer or reject the initial award offer to instead receive a third award offer.

Claim 2 (currently amended): The gaming device of Claim 1, wherein the quantity number of values used to form the first award offer is selected from a first range of quantities numbers having a greater upper end than a second range of quantities number employed to select the quantity number of values used to form the second award offer.

Claim 3 (currently amended): The gaming device of Claim 2, wherein at least one of the first and second ranges is weighted so that at least one quantity number-of values is selected more often than at least one other quantity number-of values.

Claim 4 (currently amended): The gaming device of Claim 1, wherein the quantity number-of values used to form the second award offer is selected from a first range of quantities numbers-having a greater upper end than a second range of quantities number-employed to select the quantity number-of values used to form the third award offer.

Claim 5 (currently amended): The gaming device of Claim 4, wherein at least one of the first and second ranges is weighted so that at least one quantity number-of values is selected more often than at least one other quantity number-of values.

Claim 6 (original): The gaming device of Claim 1, wherein the values are selected randomly from different groups of varying values, wherein the values of each of the groups are each taken in an order from lowest to highest, the values used to form the first award offer selected before selecting the values used to form the second award offer, which are selected before selecting the values used to form the third award offer.

Claim 7 (original): The gaming device of Claim 6, wherein at least one of the groups is weighted to be selected randomly more often than at least one of the other groups.

Claim 8 (original): The gaming device of Claim 6, wherein the groups are arranged in a grid, and wherein values of a same relative amount within their respective groups are arranged adjacently in the grid.

Claim 9 (original): The gaming device of Claim 8, wherein at least some of the values of the same relative amount between the groups are the same values.

Claim 10 (original): The gaming device of Claim 1, wherein the values are added to form the first, second and third award offers.

Claim 11 (original): The gaming device of Claim 1, which includes a plurality of selections displayed to the player, wherein a first one of the selections picked by the player initiates formation of the first potential award offer, a second one of the selections picked by the player initiates formation of the second potential award offer, and a third one of the selections picked by the player rejects the higher of the first and second potential award offers to instead accept the third award offer.

Claim 12 (original): The gaming device of Claim 1, wherein the first and second potential award offers and the third award offer each have approximately the same expected value.

Claim 13 (original): The gaming device of Claim 1, which is controlled through a data network or a computer storage device.

Claim 14 (original): The gaming device of Claim 13, wherein the data network includes an internet.

Claim 15 (previously presented): The gaming device of Claim 1, wherein the processor is located remote from the gaming device.

Claim 16 (original): The gaming device of Claim 1, wherein the values are placed in groups and the potential award offers and the third award offer are each formed by selecting sequentially from the groups to determine whether to include one or more values from each of the groups until, in each group, selecting not to include one of the values.

Claim 17 (original): The gaming device of Claim 16, wherein the groups are weighted so that at least one value is more likely to be included in one of the award offers than at least one other value.

Claim 18 (original): The gaming device of Claim 1, which includes means for ensuring each of the potential award offers and the third award offer is a combination of at least two values.

Claim 19 (original): The gaming device of Claim 1, which includes means for automatically awarding the player one of the potential award offers when that potential offer is greater than the other potential award offer or third award offer could possibly be.

Claim 20 (currently amended): A gaming device operable under control of a processor, said gaming device comprising:

at least two potential award offers each adapted to be formed from a plurality of values displayed to a player, a first one of the potential award offers formed from a first quantity number of first values and a second one of the potential award offers formed from a second quantity number of second values, wherein the first quantity number is, on average, greater than the second quantity number, and the first values are, on average, less than the second values; and

a display device;

wherein the processor is operable with the display device and programmed to:

(a) determine the highest one of said potential award offers; (b) cause the display device to display to the player an initial offer of the determined highest one of said potential award offers; and (c) enable the player to accept the initial offer or reject the initial offer to instead receive a third award offer, the third award offer formed from a third quantity number of third values, wherein the second quantity number is, on average, greater than the third quantity number and the second values are, on average, less than the third values.

Claim 21 (cancelled).

Claim 22 (original): The gaming device of Claim 20, wherein the values of a first one of the potential award offers are displayed before the values of a second one of the potential award offers, which are both displayed before the values of the third award offer.

Claim 23 (original): The gaming device of Claim 20, wherein the values of at least one of the potential award offers and the third offer are displayed sequentially from a lowest value to a highest value.

Claim 24 (original): The gaming device of Claim 20, wherein the potential award offers and the third award offer are each totals that are predetermined before the display of the values, and wherein the values for each of the award offers are selected to add to the predetermined totals.

Claim 25 (previously presented): The gaming device of Claim 24, wherein the processor is operable with the display device and programmed to display to the player a plurality of values from which the offers are formed, wherein the display is modified to include values sized and provided in a frequency to enable each of the predetermined totals to be accumulated.

Claim 26 (original): The gaming device of Claim 20, wherein different value levels are provided and weighted so that at least one value level is selected more often to form the award offers than at least one other value level.

Claim 27 (currently amended): The gaming device of Claim 26, wherein a first one of the potential award offers is formed, on average, from a higher quantity number of values from lower value levels, a second one of the potential award offers is formed, on average, from an intermediate quantity number of values from intermediate value levels, and the third award offer is formed, on average, from a lower quantity number of values from higher value levels.

Claim 28 (original): The gaming device of Claim 26, wherein the potential award offers and the third award offer each have approximately the same expected value.

Claim 29 (original): The gaming device of Claim 20, which is controlled through a data network or a computer storage device.

Claim 30 (original): The gaming device of Claim 29, wherein the data network includes an internet.

Claim 31 (currently amended): The gaming device of Claim 20, wherein the processor is located remote from the gaming device-s.

Claim 32 (original): The gaming device of Claim 20, wherein the values are placed in groups and the potential award offers and the third award offer are each formed by selecting sequentially from the groups to determine whether to include one or more values from each of the groups until, in each group, selecting not to include one of the values.

Claim 33 (original): The gaming device of Claim 32, wherein the groups are weighted so that at least one value is more likely to be included in one of the offers than at least one other value.

Claim 34 (original): The gaming device of Claim 20, which includes means for ensuring each of the potential award offers and the third award offer are each is a combination of at least two values.

Claim 35 (original): The gaming device of Claim 20, which includes means for automatically awarding the player one of the potential award offers when that potential offer is greater than the other potential award offer or third offer could possibly be.

Claim 36 (currently amended): A gaming device operable under control of a processor, said gaming device comprising:

a first offer formed, on average, from a first quantity number of first values;

a second offer formed, on average, from a lower quantity number of higher values than the first values used to form the first offer;

a third offer formed, on average, from a lower quantity number of higher values than the values used to form the second offer; and

a display device;

wherein the processor is operable with the display device and programmed to:

(a) determine at least one option to provide to a player, wherein the determined option includes selecting one of the first or second offers; (b) cause the display device to display to the player the selected first offer or the selected second offer; (c) enable the player to accept the selected first offer or the selected second offer; and (d) if the selected first offer or the selected second offer is rejected, enable the player to accept or reject the third offer.

Claim 37 (original): The gaming device of Claim 36, wherein the option includes enabling the player to keep the larger of the first and second offers or forgo the offers to receive the third offer.

Claim 38 (original): The gaming device of Claim 36, wherein the offers each have approximately the same expected value.

Claim 39 (original): The gaming device of Claim 36, wherein the values of the first offer are displayed before the values of the second offers, which are both displayed before the values of the third offer.

Claim 40 (original): The gaming device of Claim 36, wherein the values of at least one of the offers are displayed sequentially from a lowest value to a highest value.

Claim 41 (original): The gaming device of Claim 36, which is controlled through a data network or a computer storage device.

Claim 42 (original): The gaming device of Claim 41, wherein the data network includes an internet.

Claim 43 (previously presented): The gaming device of Claim 36, wherein the processor is located remote from the gaming device.

Claim 44 (original): The gaming device of Claim 36, wherein the values are placed in groups and the potential offers and the third offer are each formed by selecting sequentially from the groups to determine whether to include one or more values from each of the groups until, in each group, selecting not to include one of the values.

Claim 45 (original): The gaming device of Claim 44, wherein the groups are weighted so that at least one value is more likely to be included in one of the offers than at least one other value.

Claim 46 (previously presented): A gaming device operable under control of a processor, said gaming device comprising:

at least two potential award offers each adapted to be formed from a plurality of values displayed to a player; and

a display device;

wherein the processor is operable with the display device and programmed to:
(a) determine the greatest one of the potential offers; (b) cause the display device to display the determined greatest one of the potential offers to the player as an initial offer; and (c) enable the player to accept the initial offer or reject the initial offer to instead receive a third offer;

wherein the potential offers and the third offer are each totals that are predetermined before the display of the values, and wherein the values for each of the offers is selected to add to the predetermined totals.

Claim 47 (previously presented): The gaming device of Claim 46, wherein the processor is operable with the display device and programmed to display to the player of a plurality of values from which the offers are formed, wherein the display is modified to include values sized and provided in a frequency to enable each of the predetermined totals to be accumulated.

Claim 48 (original): The gaming device of Claim 46, wherein the values of the potential award offers are displayed before the values of the third offer.

Claim 49 (original): The gaming device of Claim 46, wherein the values of at least one of the offers are displayed sequentially from a lowest value to a highest value.

Claim 50 (original): The gaming device of Claim 46, which is controlled through a data network or a computer storage device.

Claim 51 (original): The gaming device of Claim 50, wherein the data network includes an internet.

Claim 52 (previously presented): The gaming device of Claim 46, wherein the processor is located remote from the gaming device.

Claim 53 (previously presented): The gaming device of Claim 46, wherein the values are placed in groups and the potential offers and the third offer are each formed by selecting sequentially from the groups to determine whether to include one or more value from each groups until, in each group, selecting not to include one of the values.

Claim 54 (original): The gaming device of Claim 53, wherein the groups are weighted so that at least one value is more likely to be included in one of the offers than at least one other value.

Claim 55 (original): The gaming device of Claim 46, which includes means for ensuring each of the potential offers and the third offer is a combination of at least two values.

Claim 56 (original): The gaming device of Claim 46, which includes means for automatically awarding the player one of the potential offers when that potential offer is greater than the other potential offer or third offer could possibly be.

Claim 57 (previously presented): A gaming device operable under control of a processor, said gaming device comprising:

at least two potential award offers each formed from a plurality of values selected from a plurality of value levels displayed to a player, wherein different value levels are weighted so that at least one value level is selected more often to form the potential offers than at least one other value level; and

a display device

wherein the processor is operable with the display device and programmed to:
(a) determine the greatest one of the potential offers; (b) cause the display device to display the determined greatest one of the potential offers to the player as an initial offer; and (c) enable the player to accept the initial offer or reject the initial offer to instead receive a third offer.

Claim 58 (original): The gaming device of Claim 57, wherein the third offer is formed from a plurality of values selected from a plurality of value levels displayed to the player.

Claim 59 (currently amended): The gaming device of Claim 57, wherein a first one of the potential offers is formed, on average, from a higher ~~number~~-quantity of values from lower value levels, a second and subsequent potential offers are formed, on average, from an intermediate quantity ~~number~~-of values from intermediate value levels, and a final offer is formed, on average, from a lower quantity ~~number~~-of values from higher value levels.

Claim 60 (original): The gaming device of Claim 57, wherein the potential offers and the third offer each have approximately the same expected value.

Claim 61 (original): The gaming device of Claim 57, wherein the values of at least one of the offers is displayed sequentially from a lowest value to a highest value.

Claim 62 (original): The gaming device of Claim 57, which is controlled through a data network or a computer storage device.

Claim 63 (original): The gaming device of Claim 62, wherein the data network includes an internet.

Claim 64 (previously presented): The gaming device of Claim 57, wherein the processor is located remote from the gaming device.

Claim 65 (original): The gaming device of Claim 57, wherein the values are placed in groups and the potential offers and the third offer are each formed by selecting sequentially from the groups to determine whether to include one or more value from each groups until, in each group, selecting not to include one of the values.

Claim 66 (original): The gaming device of Claim 65, wherein the groups are weighted so that at least one value is more likely to be included in one of the offers than at least one other value.

Claim 67 (original): The gaming device of Claim 57, which includes means for ensuring each of the potential offers and the third offer is a combination of at least two values.

Claim 68 (original): The gaming device of Claim 57, which includes means for automatically awarding the player one of the potential offers when that potential offer is greater than the other potential offer or third offer could possibly be.

Claim 69 (currently amended): A gaming device operable under control of a processor, said gaming device comprising:

at least two potential award offers adapted to be formed and displayed to a player, wherein

(a) a first one of the potential award offers is formed from a first quantity number of first values, wherein the first quantity number is greater than one;

(b) a second one of the potential award offers formed from a second quantity number of second values, wherein the first quantity number is greater than the second quantity number, and the second values are, on average, greater than the first values; and

a display device operable with the processor to indicate one of the first and second potential award offers to the player which the player can accept or reject.

Claim 70 (previously presented): A method of operating a gaming device comprising:

(a) forming different groups of values;

(b) forming a first offer by sequentially determining in the groups whether or not to include one of more values from the groups in the first offer until determining in each group not to include one of the values in the group;

(c) enabling the player to accept the first offer or reject the offer for a second offer; and

(d) if the first offer is rejected, forming and awarding to the player a second offer by sequentially determining in the groups whether or not to include one or more values from the groups in the second offer until determining in each group not to include one of the values in the group.

Claim 71 (original): The method of Claim 70, which for the second offer includes beginning decision making in each group with the value that terminated selection in the group for the first offer.

Claim 72 (original): The method of Claim 70, which includes weighing a likelihood that at least one of the values of at least one of the groups is in one of the offers more often than at least one other value from the same group.

Claim 73 (original): The method of Claim 72, which includes structuring at least a plurality of the values of the weighted groups so that the values are inversely

Claim 74 (original): The method of Claim 70, which includes forming at least two first offers according to step (a) and providing the highest first offer to the player to accept or reject.

Claim 75 (original): The method of Claim 70, which includes forming at least one of the first and second offers by placing the groups in an order and analyzing the groups according to the order.

Claim 76 (original): The method of Claim 70, which includes displaying to the player randomly whether values in different groups are included in one of the offers.

Claim 77 (original): The method of Claim 70, which for each group includes displaying to the player which values in that group are included in one of the offers form

Claim 78 (original): The method of Claim 70, which is controlled through a data network or a computer storage device.

Claim 79 (original): The method of Claim 78, wherein the data network includes an internet.